

1. A reinforced-learning system employing a series of printed visible representations of concepts to be learned by repetitive visual exposure thereto, said system comprising

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- (a) a common-use article having a visible surface;
- (b) a transparent window on said surface;
- (c) a pocket carried by said article behind said window;
- (d) a plurality of cards, each carrying at least one of said representations, said cards sized for insertion into said pocket such that said one representation is visible through said transparent window.

2. A reinforced-learning method for instilling a plurality of concepts in the mind of a user, said method comprising:

- (a) providing a plurality of cards, each said card carrying a visible representation of one of said plurality of concepts;
- 5 (b) inserting a first one of said cards into a pocket carried by a common-use article,
 - said pocket having a transparent window visible to said user formed therein,
 - said pocket being sized to accommodate one of said cards;
- 10 (c) repetitively observing said first card through said window;
- (d) removing said first card and replacing it with another of said plurality of cards; and
- (e) repeating steps (b)-(d).